Carriers At War

© SSG 1984
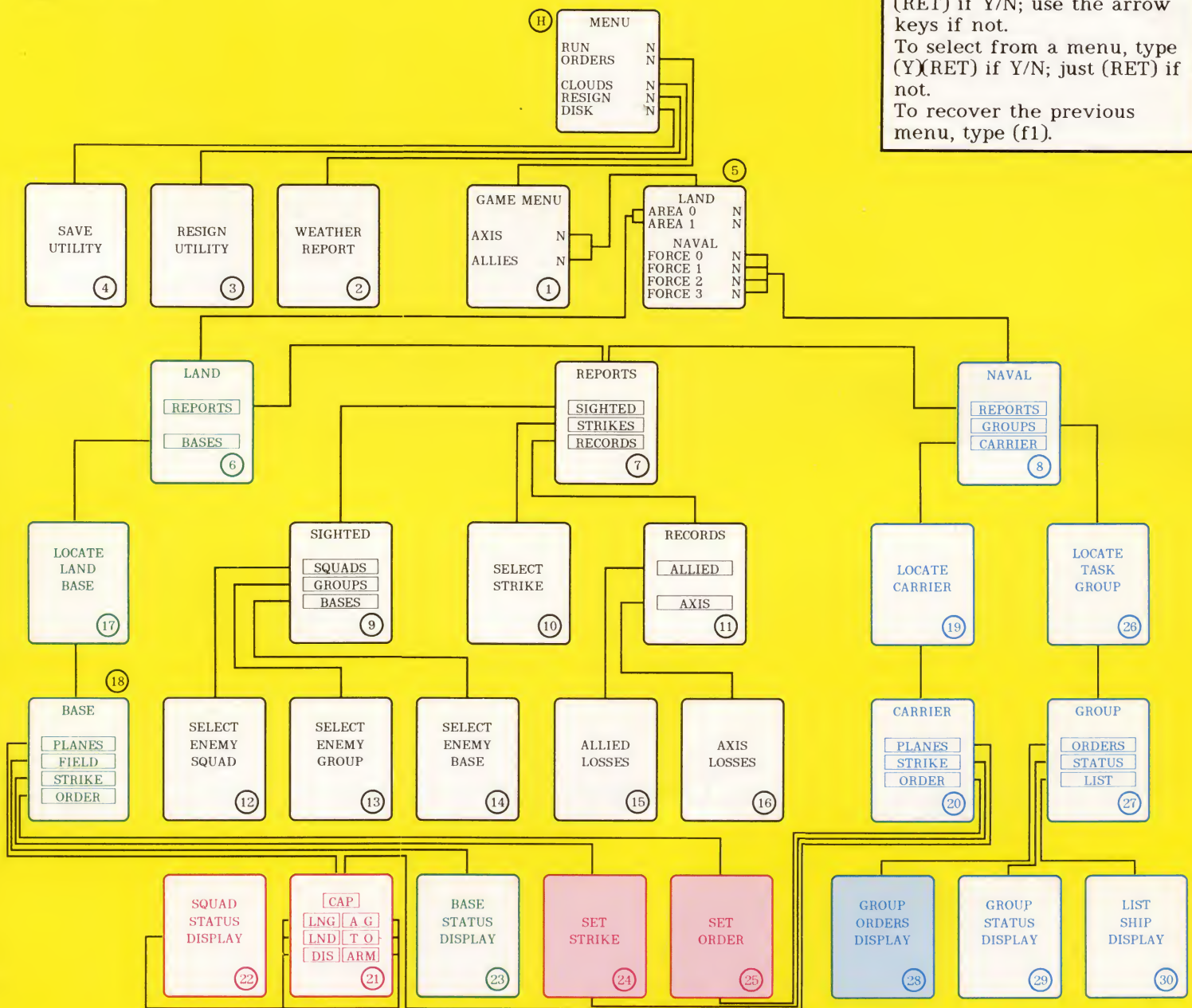
Menu flowchart:

H — MENU
RUN N
ORDERS N
CLOUDS N
RESIGN N
DISK N

4 — SAVE UTILITY

3 — RESIGN UTILITY

2 — WEATHER REPORT

1 — GAME MENU
AXIS N
ALLIES N

5 — LAND
AREA 0 N
AREA 1 N
NAVAL
FORCE 0 N
FORCE 1 N
FORCE 2 N
FORCE 3 N

6 — LAND
REPORTS
BASES

7 — REPORTS
SIGHTED
STRIKES
RECORDS

8 — NAVAL
REPORTS
GROUPS
CARRIER

17 — LOCATE LAND BASE

9 — SIGHTED
SQUADS
GROUPS
BASES

10 — SELECT STRIKE

11 — RECORDS
ALLIED
AXIS

19 — LOCATE CARRIER

26 — LOCATE TASK GROUP

18 — BASE
PLANES
FIELD
STRIKE
ORDER

12 — SELECT ENEMY SQUAD

13 — SELECT ENEMY GROUP

14 — SELECT ENEMY BASE

15 — ALLIED LOSSES

16 — AXIS LOSSES

20 — CARRIER
PLANES
STRIKE
ORDER

27 — GROUP
ORDERS
STATUS
LIST

22 — SQUAD STATUS DISPLAY

21 — CAP / LNG A G / LND T O / DIS ARM

23 — BASE STATUS DISPLAY

24 — SET STRIKE

25 — SET ORDER

28 — GROUP ORDERS DISPLAY

29 — GROUP STATUS DISPLAY

30 — LIST SHIP DISPLAY

INDEX TO GAME MENUS

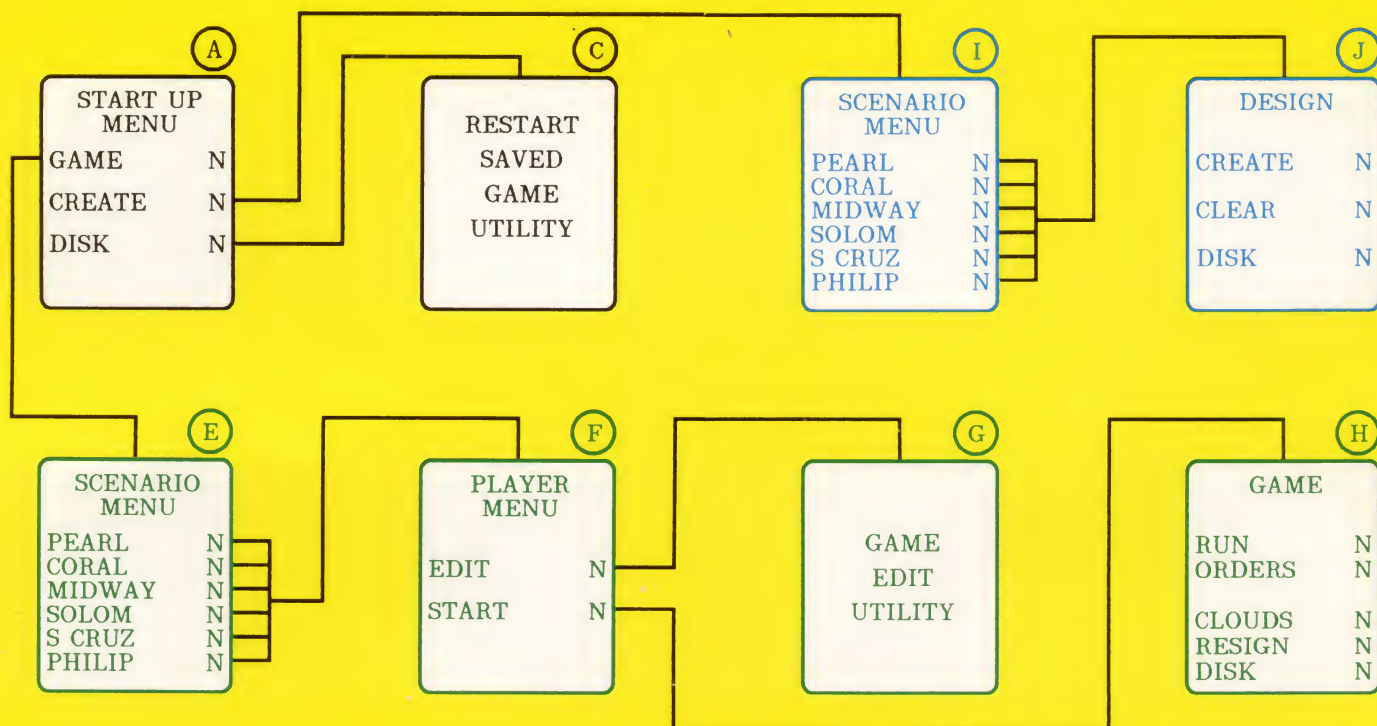|		
1 — NATIONALITY SELECT	11 — RECORDS SELECT	21 — PLANE STATUS DISPLAY
2 — WEATHER REPORT	12 — ENEMY AIR SELECT	22 — SQUAD STATUS DISPLAY
3 — RESIGN UTILITY	13 — ENEMY NAVAL SELECT	23 — BASE STATUS DISPLAY
4 — SAVE GAME UTILITY	14 — ENEMY LAND SELECT	24 — SET STRIKE ROUTINE
5 — AREA/FORCE SELECT	15 — ALLIED LOSSES	25 — SET ORDER ROUTINE
6 — LAND COMMANDER	16 — AXIS LOSSES	26 — FRIENDLY TG SELECT
7 — REPORT SELECT	17 — FRIENDLY BASE SELECT	27 — TG OPERATIONS SELECT
8 — NAVAL COMMANDER	18 — BASE OPERATIONS SELECT	28 — TASK GROUP ORDERS
9 — ENEMY SIGHTINGS SELECT	19 — FRIENDLY CARRIER SELECT	29 — TASK GROUP STATUS
10 — FRIENDLY STRIKE SELECT	20 — CARRIER OPS SELECT	30 — LIST SHIP DISPLAY

KEY SUMMARY

To cycle within a menu, type (RET). To select from a menu, type (Y)(RET). To recover the previous menu, type (f1). Note that the START MENUS can not be recovered from the GAME MENU (H) or the DESIGN MENU (J).

(A) START UP MENU

GAME	N
CREATE	N
DISK	N

(C)

RESTART
SAVED
GAME
UTILITY

(I) SCENARIO MENU

PEARL	N
CORAL	N
MIDWAY	N
SOLOM	N
S CRUZ	N
PHILIP	N

(J) DESIGN

CREATE	N
CLEAR	N
DISK	N

(E) SCENARIO MENU

PEARL	N
CORAL	N
MIDWAY	N
SOLOM	N
S CRUZ	N
PHILIP	N

(F) PLAYER MENU

EDIT	N
START	N

(G)

GAME
EDIT
UTILITY

(H) GAME

RUN	N
ORDERS	N
CLOUDS	N
RESIGN	N
DISK	N

STARTING THE GAME

Place the 'CAW' disk into the disk drive. Close the disk drive and turn on the monitor, disk drive and computer.

Type in the following instructions.

LOAD "CAW",8 (RET)

RUN (RET)

Note that (RET) means to hit the RETURN key.

Menu A (the Start Up menu) will appear on the screen after a short delay.

FEATURES OF THE C–64 VERSION

1. In both the Player and Design Manuals you are frequently directed to hit the (ESC) key. There is no such key on the C–64. In all cases, substitute the (f1) key for the (ESC) key.

2. The left and right and up and down arrow keys referred to in the Player and Design Manuals are replaced by the cursor arrow keys on the C–64. For example, to move the cursor upwards, hold down the (SHIFT) key while tapping the up/down cursor key. To move the cursor downwards, just tap the up/down cursor key.

3. When editing the design routines you must hold down the (SHIFT) key should you wish to use lower case text at any time.

4. There are two changes to the Design Kit Menus displayed on the back cover of the Design Manual. The

‹REBOOT› line in Menu J and the ‹PRINT› line in Menu 3 do not exist in the C–64 version. Thus Menu 5 from the Design Menus is also not available.

THE INTRODUCTORY TUTORIAL

Once you have started up the game and familiarized yourself with the distinctive features of the C–64 version, we recommend that you begin with the Introductory Tutorial. This can be found at the front of the Player's Manual.

SAVING OR RESTARTING A GAME

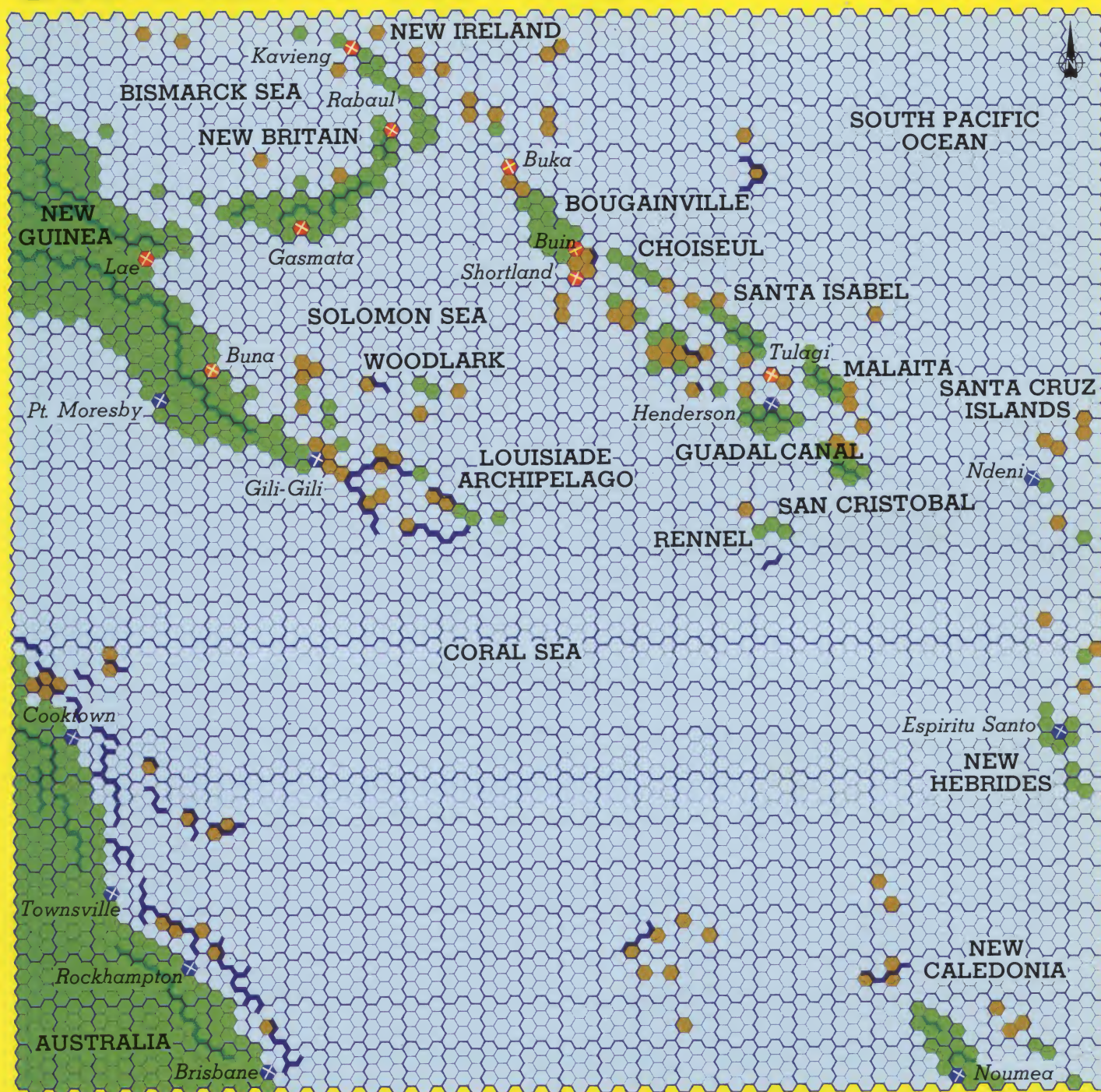It is not necessary to go through this procedure until you have a need for it.

(a) Saving a Game. Select Menu H then Menu 4. Place a blank disk in the disk drive. Select the ‹INIT› line and type (Y)(RET) to initiallize the disk if you have not previously done so. Select the ‹EDIT› line and type (Y)(RET). The save game disk is formatted to hold four saved games. Type (RET) until the cursor is positioned on the ‹SAVE› line in the top save location and then type (Y)(RET). You may enter a comment of up to 17 letters, then type (RET). Note that the scenario from which the game is saved will appear below the comment line. Type (f1) to continue playing the game.

(b) Restarting a Saved Game. Select Menu C from Menu A. Select the ‹EDIT› line and then position the cursor on the ‹LOAD› line of the chosen saved game. Type (Y)(RET) and then (f1) to restart the saved game.

Carriers At War

NEW IRELAND

Kavieng

BISMARCK SEA

Rabaul

NEW BRITAIN

Buka

BOUGAINVILLE

Buin

CHOISEUL

Shortland

SANTA ISABEL

NEW GUINEA

Lae

Gasmata

SOLOMON SEA

Tulagi

MALAITA

SANTA CRUZ ISLANDS

WOODLARK

Buna

Henderson

Pt. Moresby

LOUISIADE ARCHIPELAGO

GUADALCANAL

Ndeni

Gili-Gili

SAN CRISTOBAL

RENNEL

CORAL SEA

Cooktown

Espiritu Santo

NEW HEBRIDES

Townsville

Rockhampton

NEW CALEDONIA

AUSTRALIA

Brisbane

Noumea

SOUTH PACIFIC OCEAN

SCENARIO 2 *Battle of the Coral Sea 3-10 May, 1942*	**US BASES**	– Noumea, Brisbane, Rockhampton, Townsville, Cooktown, Pt Moresby
	IJN BASES	– Rabaul, Lae, Kavieng, Shortland, Buin, Tulagi
SCENARIO 4 *Battle of the Eastern Solomons 22-27 August, 1942*	**US BASES**	– Noumea, Espiritu Santo, Ndeni, Henderson, Brisbane, Rockhampton, Townsville, Cooktown, Pt Moresby, Gili-Gili
	IJN BASES	– Kavieng, Rabaul, Gasmata, Lae, Buna, Buka, Buin, Shortland
SCENARIO 5 *Battle of the Santa Cruz Islands 24-29 October, 1942*	**US BASES**	– Noumea, Espiritu Santo, Ndeni, Henderson, Brisbane, Rockhampton, Townsville, Cooktown, Pt Moresby, Gili-Gili
	IJN BASES	– Kavieng, Rabaul, Gasmata, Lae, Buna, Buka, Buin, Shortland

NORTH PACIFIC OCEAN

KURE IS

MIDWAY IS

Hermes Reef

LISIANKI IS

Neva Shoal

LAYSAN IS

Raita Bank

NECKER IS

French Frigate
Shoals

NIHOA IS

Pearl
Harbour

HAWAIIAN ISLANDS

Hilo

SCENARIO 1	US BASES	– Pearl Harbour, Hilo, Midway
Pearl Harbour *6-8 December, 1941*	IJN BASES	– none

SCENARIO 3	US BASES	– Midway, Pearl Harbour, Hilo
Battle of Midway *3-6 June, 1942*	IJN BASES	– none

STRATEGIC STUDIES GROUP

Carriers At War
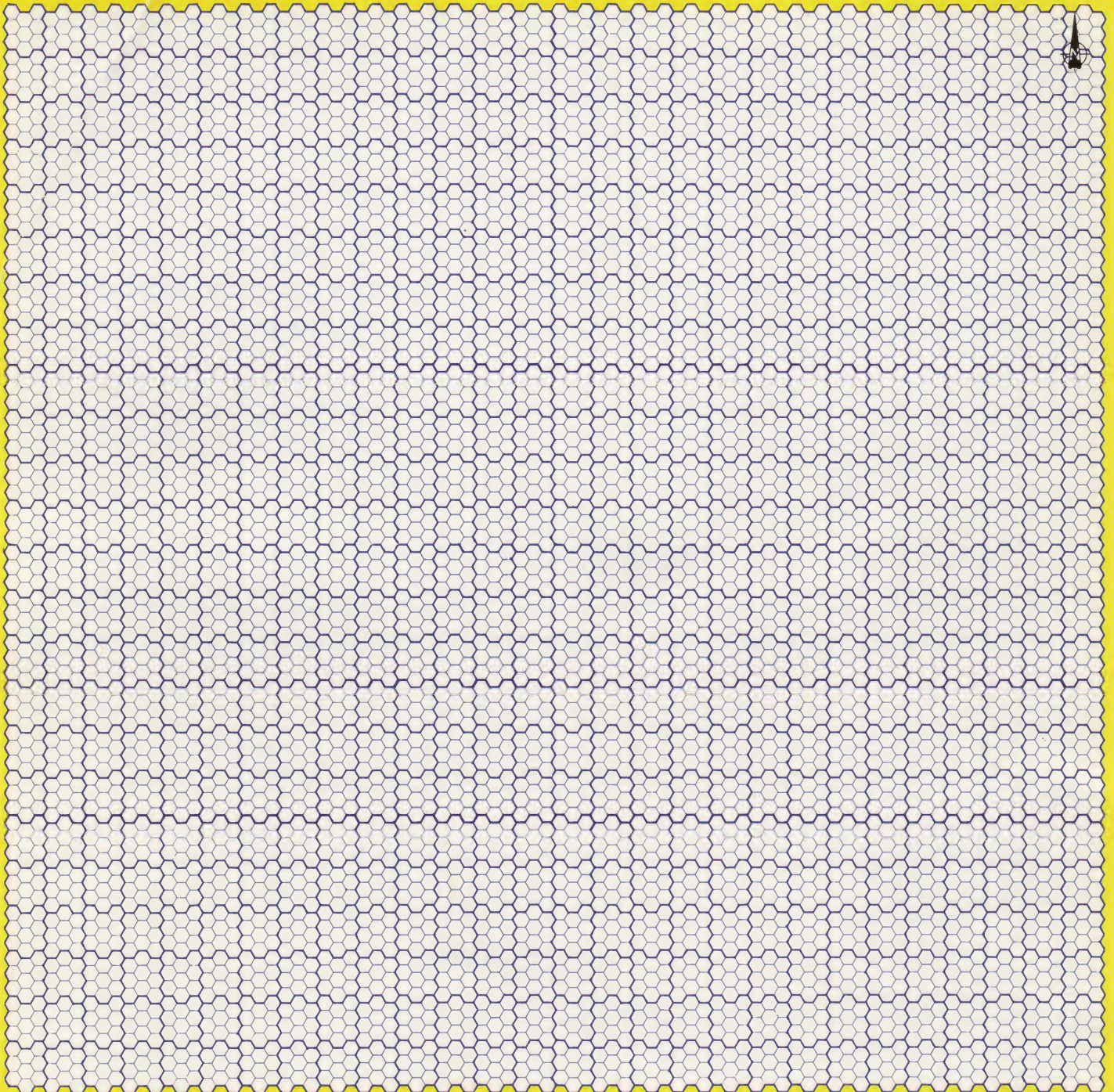
SCENARIO

SCENARIO

Carriers At War

RYUKYU ISLANDS

Okinawa #1

Okinawa #2

BONIN ISLANDS *Chichi Jima*

VOLCANO ISLANDS *Iwo Jima*

PACIFIC OCEAN

MARIANA ISLANDS

Saipan

Tinian #1

Guam #1 *Tinian #2*

Guam #2

Ulithi

Yap

MINDANAO

Koror

Davao

PALAU ISLANDS

Truk

CAROLINE ISLANDS
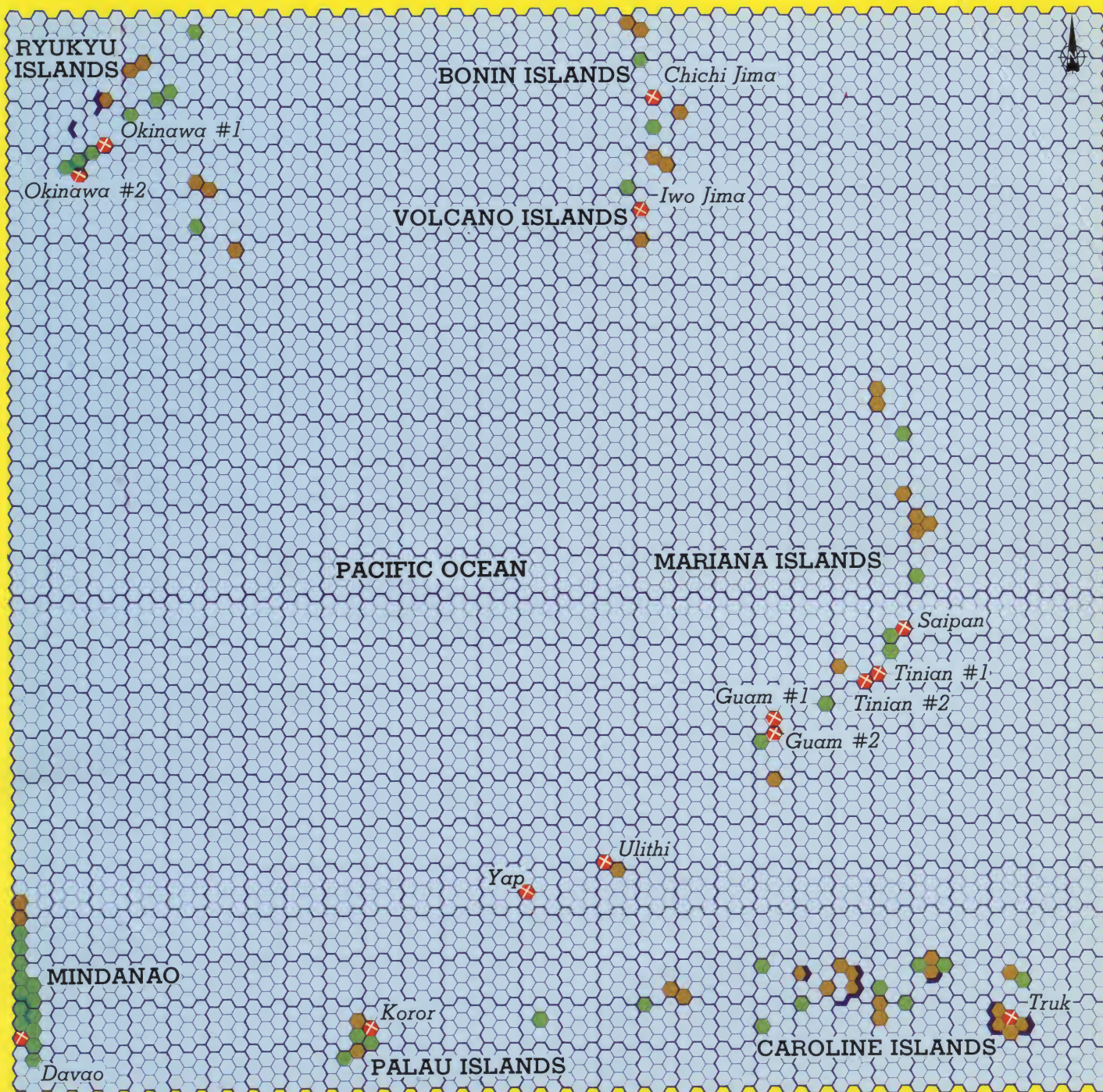
SCENARIO 6
Battle of the Philippine Sea 16-21 June, 1944

US BASES – none

IJN BASES – Okinawa No 1 & No 2, Chichi Jima, Iwo Jima, Davao, Koror, Yap, Ulithi, Saipan, Tinian No 1 & No 2, Guam No 1 & No 2, Truk

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KEY TO MAP FEATURES

OCEAN	LAND	MOUNTAIN RIDGE
ATTOL/SHOAL	AIRBASE	IMPASSABLE REEF